TRAPPER EDUCATION FUR SCHOOL

Manitoba
Natural Resources
Wildlife

85-1772/

Credits—

Our sincere appreciation for material assistance in compiling this booklet to Dominion/Soudack Fur Auction Sales Ltd. of Winnipeg.

Also to Mr. J.F. "Jack" Topping, (retired) Hudson's Bay Company; Mr. L. McIntosh, Hudson's Bay Company and Mr. W.R. Burns previous Education Officer.

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Manitoba
Natural Resources
Wildlife

MANITOBA

DEPARTMENT OF

NATURAL RESOURCES

WILDLIFE BRANCH

TRAPPER EDUCATION

OCTOBER, 1984

TRAPPER EDUCATION — FUR SCHOOL

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School Course Content:

1. **Fur General** —
   - A. Introductions and group forming.
   - B. Purpose of Course.
   - C. Trapper Education.
   - D. General Fur Information.

2. **Humane Trapping** —
   - A. Conibear — 110, 120, 220, 330
   - B. Dahlgren, Circular
     , Compensator
   - C. Larocque.
   - D. King.
   - E. Brownlee.
   - F. Others.
   - G. Setting.
   - H. Safety Features.

3. **Fur Quality** —
   - 2 Parts
   - (a) long-haired
   - (b) short-haired
   - A. Fur Grading and Why.
   - B. Factors to Consider.
   - C. Fur-in, Fur-out.
   - D. Size.
   - E. Colour.
   - F. Amount of Fur.
   - G. Completeness of Fur.
   - H. Straightness of Fur.
   - I. Fur Damage.
   - J. Skin Damage.
   - K. Primeness.
   - L. Grades.

4. **Pelt Preparation** —
   - A. Pelting Open Furs.
   - B. Pelting Cased Furs.
   - C. Fleshing.
   - D. Template Use.
   - E. Boarding.
   - F. Touch-up.

5. **Trapper Organization** —
   - A. Purpose.
   - B. MRTA Structure.
   - C. LFC efficiency.
   - D. Conventions.
   - E. Board of Directors.
   - F. Fur Program Input.
   - G. Maps.

6. **Trapline Operation** —
   - A. Trapline Census.
   - B. Cabins.
   - C. Trails.
   - D. Equipment.
   - E. Grubstake.
   - F. Helpers.
   - G. Marketing.
   - H. Timber Wolf Control.

1. Trapper Education — The Purpose.
2. What is a fur bearing animal.
3. Fur structure.
4. Terrestrial and aquatic fur bearers and the difference.
5. Fur faults.
6. Prime fur seasons (blue furs, etc.)
7. Pelting — "cased" and "open" including "oval" vs. "round" and why.
8. Fleshing the pelt.
9. Standard drying boards, templates and why.
10. Boarding the pelt.
11. Fur-in and fur-out pelts.
12. Drying the pelt.
13. Removing pelt from drying board and storage of same.
14. Shipping pelts.
15. Marketing pelts (seasonal sales, stale furs).
16. Fur exhibit showing faults on tanned furs caused by damage to raw fur.
17. .35mm film strips.
18. Pelting demonstration.

Fur Bearers

Four Classes of Peltries

1. **Furs** — those taken from fur bearing animals.
2. **Pelts** — those taken from sheep and lambs.
3. **Skins** — those taken from goat and kid.
4. **Hides** — those taken from cattle and horses.

Fur Bearers

Guard Hair and Fur Fibre

1. **Guard Hair** — long, glossy, strong, elastic hairs.
2. **Fur Fibres** — surround guard hairs, about half to two-thirds as long as guard hairs, are soft, curly and dull.
3. **Intermediary Hair** — undeveloped guard hair.

Fur Bearers

Hair Structure

1. **Medulla** — (core) (marrow with color pigment).
2. **Air Vesicles** — (Air spaces between cells of medulla (large air spaces denote grey hair)
3. **Cortex** — (a container for medulla and vesicles made of a horny material)
4. **Cuticle**— (Horny scales imbricated like shingles but point upwards toward the tip) (regular in aquatic) (irregular in terrestrial) (causes matting)
5. **Color Pigment** — (Hair Coloring. The more pigment the greater the lustre as in aquatic). (In terrestrials in dry cold, pigment is spread thinner. Colour is paler, air vesicles are bigger and act as insulation.)

FUR GRADING AND DISCOUNT VALUATION

The purpose of fur grading at your level is to be able to identify the various qualities of skins in order to establish the relative value of the pelt.

At the auction level, the purpose of grading is to be able to put together groups of similar-type pelts into packages useful to a manufacturer in making up garments.

In dealing with your level of grading, the requirements are to be able to identify a good skin from an ordinary skin and an ordinary skin from a poor one. In applying grading for value in your particular case, the first work that must be clearly understood is the term "basis". This is the starting point of all grading for value. Basis means the value price established for the best quality, size and color pelt of the particular fur that you are considering at that time. All calculations on the various grades are determined by the basis being applied for value at any given time.

For example, if it is understood that flat pelts are worth 25% less than very good-quality pelts of Beavers and the basis is established to be $20.00, applying the term basis to the best quality of blanket Beavers, we would take in order to establish the value of the flat skin, a 25% discount from the $20.00 price, arriving at a value of $15.00 as the value of flat Beaver working with a $20.00 basis.

If on the other hand we were to take a basis of $1.00 for Beavers, then the flat skin would be worth 75¢. Therefore, once you are given a basis it makes no difference what that price is, all grades can be valued provided we understand what discounts are to taken for the various downgrading features.

In grading furs, one must be able to clearly visualize in their mind what a very good pelt of that article should look like. In other words, one must be able to imagine what an extra extra large, dark, smooth, heavy-quality Beaver should look like. Once you have this firmly established in your mind and this image represents a perfect skin, then all grading is done on the faulting system in relation to that imaginary very good Beaver.

The terms for the various grades, depending on the season of the year, are early meaning underprime, seconds, II's, Low II's, III's and IV's or late (sheddery). All of these descriptions are quality grades. All of these represent down grades or shortcomings of the particular skin in hand as compared with the imaginary very good quality pelt. These terms could be easily substituted by calling a very excellent skin #1, followed by II, III and IV as the grades decline. However, the fur business did not start with a very scientific approach to grading, and the terms that were applied 100 years ago are still applied today.

The other faults that can develop in grading a skin are faults that are more clearly visible to the eye. These are faults of damage. These damages are described by the terms slightly damaged, damaged, and badly damaged and once again one must apply a percentage discount to the basis price in order to arrive at the value of a skin showing visible damage.

If for example once again a blanket Beaver is worth $20.00 basis, and slight damages are to be discounted by 20%, then a very good quality skin with a slight damage would have a value of $16.00, and similarly, a damaged skin which is to be discounted at 50% would have a value of $10.00. Now there are situations where the visible damages and the quality defects are found in the same pelt and if we understand that a flat Beaver should be discounted from the basis at 20% and the slight damaged skin should be discounted by 20%, then we add the 20% discount of the flat and the 20% discount for slight damage to arrive at a total discount of 40% from the basis of $20.00, and we then understand that a flat, slightly damaged Beaver is to be calculated against the $20.00 basis as having a value of $12.00.

When we are grading furs in the raw-pelt condition, we must remember that we are working with a product that will change in appearance very drastically once it is dressed. You might then wonder why all wild furs throughout the world are sold in the raw condition. All raw furs are free to travel from country to country without any duty or taxes. However, once a pelt is tanned, duties and taxes are charged when these furs travel from one country to another, so, in order that Canadian Wild Mink or Beaver can be imported into Belguim or France they must be bought by the manufacturer in the raw condition and then imported tax-free into his home country where he can have them processed without any additional cost except the shipping charges.

The people in this industry have, through experience, developed the ability to be able to look at a raw pelt and many times this pelt is leather-out and the fur cannot be seen except for a viewing window sometime no larger than two inches square. However, graders and buyers of many years' experience can tell fairly accurately the slightest variation in colour and recognize the slightest areas where these pelts may be defective in quality as well as damages.

Now, we do not consider that it is important for a person grading for value only as you will be doing to be able to recognize pelts as well as those people who are buying for manufacture. However, when you look at a fur pelt you must once again try and use your imagination as to how this pelt will look when it is finally ready to be manufactured into a garment in the dressed state.

You will find out as we continue in this course that many times you are required to use your senses of touch and sight to add to your appraisal of all fur types. For example, it has been established over the years that a Muskrat quality can be judged by the weight and feel in your hands without looking at the fur area. The difference between heavies, slights, and papery Muskrats are established by the way they feel through your sense of touch. Naturally the sizes are first established by measuring and then as you become more experienced you will be able to establish the size of the Muskrat purely by sight. The efficient Muskrat grader is capable of grading approximately 700 Muskrats per hour. Now you cannot weigh and measure every Muskrat in order to arrive at its exact weight and measure so through years of experience graders have become able to purely hold the Muskrat in their hand around the neck area and judge the condition of the fur by the indications on the leather side. We might take time to point out that most long-haired articles have come to be handled fur-out because it is almost impossible to detect weaknesses on these types of pelts when they are leather out. Articles such as Marten, Fisher, and Foxes should always be handled-fur-out because the straightness of the hair and the compactness of the density is of greatest importance when it comes to using these skins in the final garment.

The development of good fur quality and colour is at its best when the skin is fully prime. The length

of time that various Wild Fur animals stay prime varies quite drastically. In the case of the Wild Mink for example, in most sections a Wild Mink will reach its best level of prime between the 20th of November and the 15th of December. Prior to this time, although the colour is quite good, the fur has not reached its full bloom and growth out of the skin and therefore the pelt will seem to be slightly flattish. After the best prime time, the colour of the pelt deteriorates and subsequently the guard hairs begin to singe from exposure to the sun and eventually as the season goes on and the weather improves, this animal will begin to shed.

Using the example of the Mink, and understanding that trapping cannot all be done in one day, if the individual producer has a choice as to whether he should trap a Mink one week before full prime or one week after full prime is best we would like to compare this to an apple. If you can imagine an apple hanging on a tree when it is fully prime, it will be red. When it is under prime, it will be red with some greenish areas. However, these are approaching their maturity of quality and flavour and as an apple grows over prime or ripe, it begins to lose its texture and flavour and deteriorates toward rotting. This same principle can be applied to all types of furs.

Let us take another example of Beavers. Beavers begin to reach a level of primeness approximately the first of December. However, they do not reach their maximum prime or perfect fur quality level and color until near January 10th and they continue to remain at this full quality colour prime level until nearly the first of April. The most desirable Beavers of the best colour and quality are the ones that are caught during its peak prime period.

When we are grading furs we almost always beware of the time of year and how recently the pelt has been caught. We would hardly expect to be grading springy (sheddery) Beavers in January unless they were from the previous season, and, we would hardly expect to be grading early, blue-pelted Beavers in April.

In the example of Foxes and Wolf, the under-prime types will be completely covered, however, they will be slightly flattish. As these goods go through their peak prime they will become more heavily furred and puffier in wool. As they go past their prime, the key indication is that these become slightly rubbed in the lower flanks areas. Beyond this in lateness, we begin to see open areas of wool along the flanks which would indicate that some of the top hair is beginning to shed.

In the various articles that you will be dealing with, there are some sure-fire tricks or signs to look for in establishing how close to prime or how far over-prime a particular skin is.

In the case of Wild Mink, you will find that as the skins prime up there is an ever reducing amount of bluish tint to the leather up to the point where the leather is almost creamy white. As a mink goes over-prime the leather begins to become a more reddish colour or deep orange. You should always examine the leather appearance carefully before you look at the fur quality itself because the leather will give you an idea of what to expect once you view the fur.

We might also point out that the leather texture of an un-prime skin is slightly stiffer than a fully prime skin and as the pelt becomes over-prime the leather becomes boardier, particularly around the neck, and you will find that very springy mink are extremely stiff.

In a Beaver pelt it is much easier to identify the fur quality because the entire skin is exposed to view and available to touch. However here again we should examine the leather first and after, depending on the amount of blueness, we can decide whether the skin is very early, slightly early or depending on the sheddery indications, whether the skin is slightly late or very late caught. After deciding upon the seasonability of the pelt, we would then turn it over and look at the fur side and feel in the centre back area for the tightness or density of the pelt. This centre back area being the last area to become fully prime and the first area to deteriorate as the pelt becomes over-prime. Any weakening of the quality or any flatness of the pelt will be easily decided by running your hand through this area, applying enough pressure to feel the leather beneath the fur.

In the case of all long-haired articles we are once again shown the entire pelt which we can examine both sides carefully for defects. However, we would suggest that the first place to look is at the back of the neck because it is here that the weaknesses of over-prime will first appear. If you notice that a Lynx has a weak loose neck you should then look along the flank to see if any of the hair is falling out or loose enough to come out with a gentle tug. If the neck is full you can be quite satisified that the pelt is fully prime.

Otter, cased leather out, should be looked at exactly the same way as a Wild Mink as it will show all the defects on the leather, whether it is blue pelt, or springy, under-prime or over-prime in the same way that Lynx will show these features.

DAMAGES

Damages on all furs are visible either on the hair or leather side. In the fur industry it has become customary to describe damages in the following fashion: slightly damaged, damaged and badly damaged.

There are varying degrees of discount for damages, and these discounts have become much more substantial during the last few years. A good

quality slightly damaged pelt after it has been repaired is just as good as an original good quality non-damaged pelt. Now when somebody buys a slightly damaged skin they must consider some labour will have to be employed to remove the damaged area and re-sew the skins to make them useful for manufacture.

Now in the case of a Muskrat if a slightly damaged skin could be bought for 15¢ less than a non-damaged skin and the labour cost of repairing this was only 10¢ then it would be desirable for the manufacturer to buy this slightly damaged skin and repair it in order to save 5¢. But not all factories are set up to have people specially available to repair skins so some people buy good pelts and some people buy slightly damaged pelts depending upon the way in which they run their factories.

However, in recent years labour costs have gone very high and the 15¢ discount for repairing the damages becomes insufficient because it may now cost 25 or 30¢ a skin to do the same work so the industry has started to pay a proportionately lower price for skins that require repairs before they can be used. The demand for damaged skins sometimes varies according to what the industry's requirements are. Now it is much easier to use a damaged skin in a trimming than it is to use a damaged skin in a full coat and here again when trimmings are very popular for cloth coats the demand for slightly damaged and damaged pelts is much stronger when we have to rely only upon the coat manufacturers to buy our damaged pelts. They are not willing to pay the same prices as the trimming trade.

For example, in the case of a Beaver of an extra large size, a trimmer can sometimes, depending on where the damage is, cut out two collars from one skin and leave the damaged area as waste and even if he had bought a clean skin, the part left over after he had cut the two collars out of the skin would have been wasted anyway. But, all coats are made by using the full skin from the neck to rump, and from the belly to the back so the coat manufacturers have to repair the skin and invest labour in it before using it.

Usually a slightly damaged skin in furs is considered to be a pelt with one small easily repaired damage. A damaged skin usually has numerous, possibly three or four, medium-sized holes that will require a fair amount of labour to repair and possibly a sizeable skin material loss after removing the damaged areas.

A badly damaged skin is a skin with many holes, particularly in the centre areas of the skin and the pelt will have a 50% area loss before it is repaired and possibly only small pieces will be salvageable.

You must remember that the dressing cost need also be taken into consideration because it costs the same price to dress a skin with many holes as it costs to dress a skin without any holes at all.

Damages can be caused by cuts in the handling, bullet holes, traps, old bruises and rubbing.

WHEN SHOULD WE CONCENTRATE ON TRAPPING

It is understood that not all trapping can be done while Wild Furs are at their peak of prime, and the question that arises is when if there is a choice between trapping before full prime or after full prime then we would like to tell you that there is a tremendous difference in value on furs that are trapped one or two weeks before they reach full prime or one or two weeks after they pass full prime.

This value in Wild Mink, Fisher and Otter can represent a difference of 40 to 50% because when these fine-haired furs pass their prime, in addition to losing colour they suffer from singeing. Singeing means exactly what it sounds like — the top hair begins to curl and there is no way in which this can be corrected. These singed skins when they are made up into garments are very unattractive as the singe creates a shiny streak in the garment and not only does it look bad when it is new but the singeing continues while the people wear these coats.

We would also point out that over-prime hair is usually quite drier than under-prime hair on a pelt because some of the natural oil that gives hair its beautiful sheen and lustre that the women are so taken by disappears as the pelt becomes over-prime. However this shine is still there in an under-prime skin and even if the quality is not quite as good as a fully prime skin, nevertheless the appearance is very close to a prime skin and therefore the value discount is not too great.

The biggest difference between slightly early and slightly late comes in the articles that are used natural as they are caught. By this we mean skins like Mink, Otter and Fisher, because Muskrats are usually used dyed and Beavers are sheared. That means, all the top hair is cut off them, just leaving the wool below in the final product. Beavers are quite often dyed or bleached also so it is not so serious when these pelts go off colour or singed, and the difference in price is only 20% between slightly early and slightly late.

In long-haired articles like Wolf, Fox, and Lynx a slightly early skin is smooth covered but a little flattish but when these become over-prime then the wool begins to break open as it gets looser and the top hairs become easier to shed out after they are dressed. The difference between slightly early and slightly late in these articles is about 30% of their value.

Now in face of all these differences you can easily understand that trappers are much further ahead if they make an effort to harvest their fur crop slightly before these furs are fully prime rather than after they are over-prime. Most furs deteriorate very quickly after they pass their prime and you must remember that a pelt that is one or two weeks early is closer to its prime than a pelt which is one or two weeks late. This can be seen by our graphs.

BEAVER

Sizes

XXL (Blankets)	65" & Over
XL	60" - 65"
Large	55" - 60"
Large Medium	52" - 55"
Medium	48" - 52"
Small	44" - 48"
Cubs	under 44"

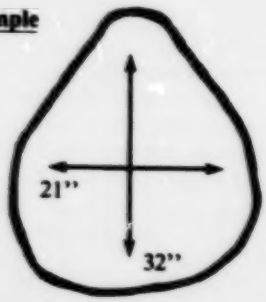
Sections

Northern
Western
North-eastern

Pelt Value Discounts

I - II's	Basis
Seconds	10%
Flat II's	25%
Sheddery II's	40%
Low II's	50%
III's	75%
IV's	no value
Slightly damaged	25%
Damaged	50/60%
Tainted	90%
Badly damaged	90%
Burnt	no value

Example



21 + 32 = 53"
LM

Colours

Dark
Dark Brown
Brown
Pale
Red

MUSKRAT

Sizes

Length		Width (at base)
XL	15" & over	6 1/2"
Large	14" - 15"	6 1/2"
Large Medium	13" - 14"	6 1/2"
Medium	12" - 13"	5"
Small	11" - 12"	5"
Kitt	10" - 11"	4"

Pelt Value Discounts

Heavy & Semi-heavy	Basis
Light	- 5%
Papery	- 10%
Slightly Damaged	- 20%
Slight Shedders	- 30%
Shedders	- 40%
Damaged	- 50%
Tainted)	
Badly Damaged)	- 80%
Burnt	- no value

Seasons

Fall
Winter
Spring

WILD MINK

Size

Length		Width at Tail
Males XL	23" & over	4"
Large	20" - 23"	4"
LM	18" - 20"	3 1/2" - 4"
Females Medium	17" & over	3 1/2"
Small	under 17"	3 1/2"

Pelt Value Discounts

Darks I & II's	Basis
Dark Brown I & II's	- 10%
Brown I & II's	- 30%
Reddish I & II's	- 40%
Slight Blue)	
II's)	- 30%
Flat)	
Springy II	- 60%
Quality II's	- 50%
Low II's	- 90%
III)	- No Value
IV)	
Bitten	- 50%
SI Damaged	- 50%
Damaged	- 80%
Tainted)	
Badly Damaged)	- No Value

*NOTE: Marten sizes the same as Wild Mink

Sections

Northern
Western
Southern

OTTER

Size

Length		Width
XL	38" & over	8" & over
Lge	36" - 38"	8"
LM	35" - 36"	8"
Med	34" - 35"	7" - 8"
Sm	under 34"	7"

Pelt Value Discounts

	Basis
Darks I & II's	
Dark Brown I & II	- 10%
Brown I & II	- 20%
II's	- 25%
Flat	- 25%
Springy	- 30%
Sl. Singed	- 30%
Singed	- 40%
Low II's	- 60%
III's	- 90%

Colours

Dark
Dark Brown
Brown

LYNX

Size

Length		Width
XL	45" & over	10" & over
Lge	42" - 45"	10"
Lge Med	40" - 42"	9" - 10"
Med	37" - 40"	8" - 9"
Sm	36" & under	8"

Pelt Value Discounts

	Basis
Heavy	
Medium	- 10%
Flat	- 20%
II's	- 30%
Early Flat	- 30%
Spring Necks	- 40%
Springy	- 50%
Low II's	- 75%
III's	- 90%
IV's	- No Value

Colours

Back: Pale
Brownish
Brown
Bellies: Clear
Brownish
Brown

RED FOX

Size

Length		Width
XL	35" & over	10" & over
Lge	32" - 35"	10"
Med	29" - 31"	9"
Small	under 29"	

Pelt Value Discounts

	Basis
Heavy	
I - II's	- 10%
Sl Flat)	
Sl Weak)	- 20%
II - Weak	- 40%
Lo II	- 60%
III	- 80%
IV	- 90%

Colours

Dark Red
Red
Pale

COYOTES

Size

Length		Width
XL & Lge	36" & over	10" - 11"
Med & Sm	under 36"	10"

Pelt Value Discounts

	Basis
I & II	
I & II Slight Coarse	- 10%
II's	- 40%
Lo II's	- 60%
III's	- 80%
IV's	- 90%

Colours

Pale
Brown
Red

FISHER

Size

Length		Width
XLge	25" & over	6" - 8"
Lge	23" - 25"	6" - 8"
Medium	18" - 22"	5" - 6"
Small	under 18"	5" - 6"

Colours

Dark
Brown
Pale

BEARS

Size

XXXL	130" & over
XXL	115" - 130"
XL	100" - 115"
Large	85" - 100"
Large Medium	70" - 85"
Medium	60" - 70"
Small	under 60"

Length + Width

ERMINE

Sizes		Width at Base
XL	13" & over	1 3/4"
Large	11" - 13"	1 3/4"
Medium	9" - 10"	1 1/2"
Small	8" & under	1 1/4"

Pelt Value Discounts

I & II	Basis
II	- 20%
SI Damaged	- 40%
Damaged	- 90%

SQUIRRELS

Pelt Value Discounts

I & II	Basis
SI Damaged)	
SI Blue Belly)	- 20%
II	- 50%
Damaged	- 60%
III	- 80%
IV	- 90%

WOLVERINE

Size

Length

XL	35" & over
Lge	32" - 35"
Sm	under 32"

Pelt Value Discounts

Colour, full back and belly I-II	Basis
Pale	- 10%
Pale SL off	- 15%
Pale off	- 20%
Light Brown	- 10%
Light Brown SL off	- 15%
Light Brown off	- 20%
Brown	- 20%
Brown Slight off	- 25%
Brown off	- 30%
Pale Red	- 50%
Dark Red	- 50%

*NOTE: Slightly damaged and damaged would bring higher discount percentages

APPENDIX (A)

TIMBER WOLF

Measurement:
No standard measurement available.

Pelt and Value Discount:

NOTE: The wolf is graded similar to the coyote, with regards to quality references and percentage discounts.

Colour is very important because of its use as rugs and coat trimming. It is very important to leave claws on this pelt.

BADGER

Size

Length	Colours	
	Pale XL.	Basis
	Pale	20%
	Light	25%
XL 27" & over	Med. Dark	50%
Large 25" - 27"		
Med. 23" - 25"	Low II	50%
Sm. 22" - under	Damaged	50%
	III-IV	80%

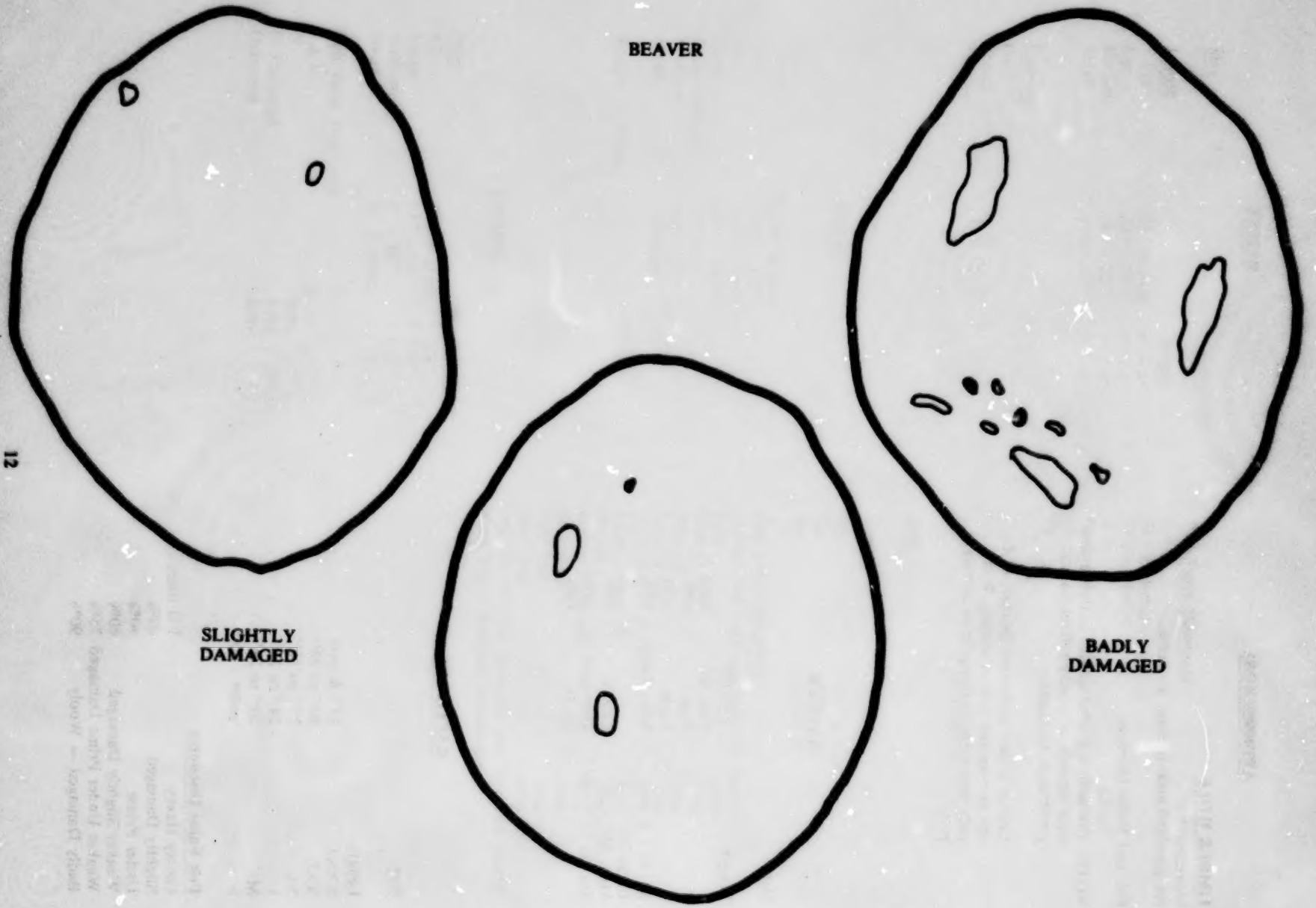
RACCOONS

Size

Length	
XXXL	33" & over
XXL	30" to 33"
XL	27" to 30"
L	24" to 27"
M	20" to 24"
S	under - 20"

Pelt Value Discounts

Glossy Heavy	I-II basis
Slightly Damaged	40%
Under Prime	40%
Weaker Slightly Damaged	60%
Weaker Under Prime Damaged	75%
Badly Damaged — Wooly	90%


BEAVER
SLIGHTLY DAMAGED
DAMAGED
BADLY DAMAGED

BEAVER

SHEDDING BEGINS
AT CENTRE (BACK)
MOVES TOWARD
EXTREMITIES

PRIMING MOVES
FROM EXTREMITIES TOWARD
CENTRE (BACK)

BEAVER

Sizes

XXL (Blankets)	65" & Over
XL	60" - 65"
Large	55" - 60"
Large Medium	52" - 55"
Medium	48" - 52"
Small	44" - 48"
Cubs	under 44"

Sections

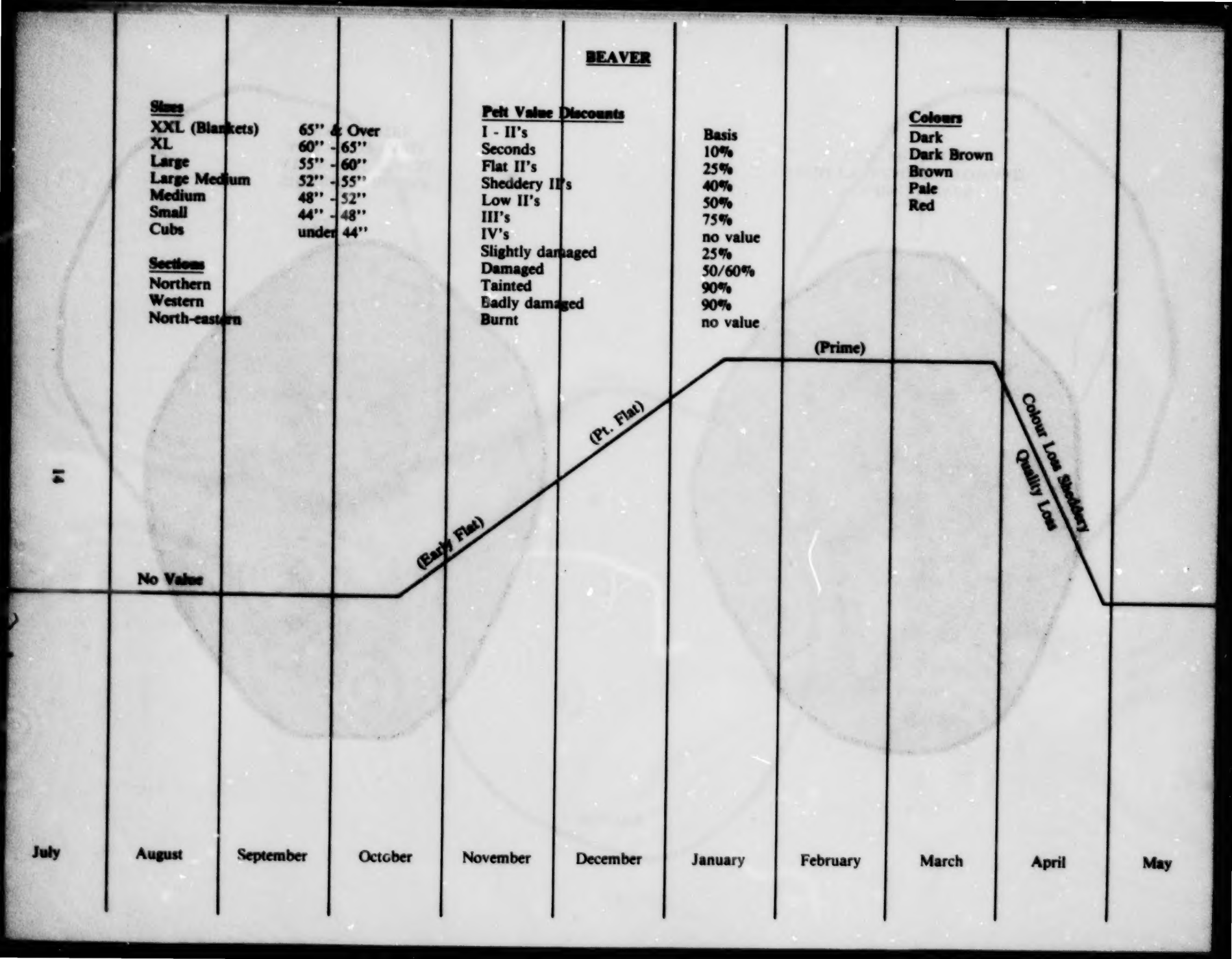
Northern
Western
North-eastern

Pelt Value Discounts

I - II's	Basis
Seconds	10%
Flat II's	25%
Sheddery II's	40%
Low II's	50%
III's	75%
IV's	no value
Slightly damaged	25%
Damaged	50/60%
Tainted	90%
Badly damaged	90%
Burnt	no value

Colours

Dark
Dark Brown
Brown
Pale
Red



MUSKRAT

Sizes

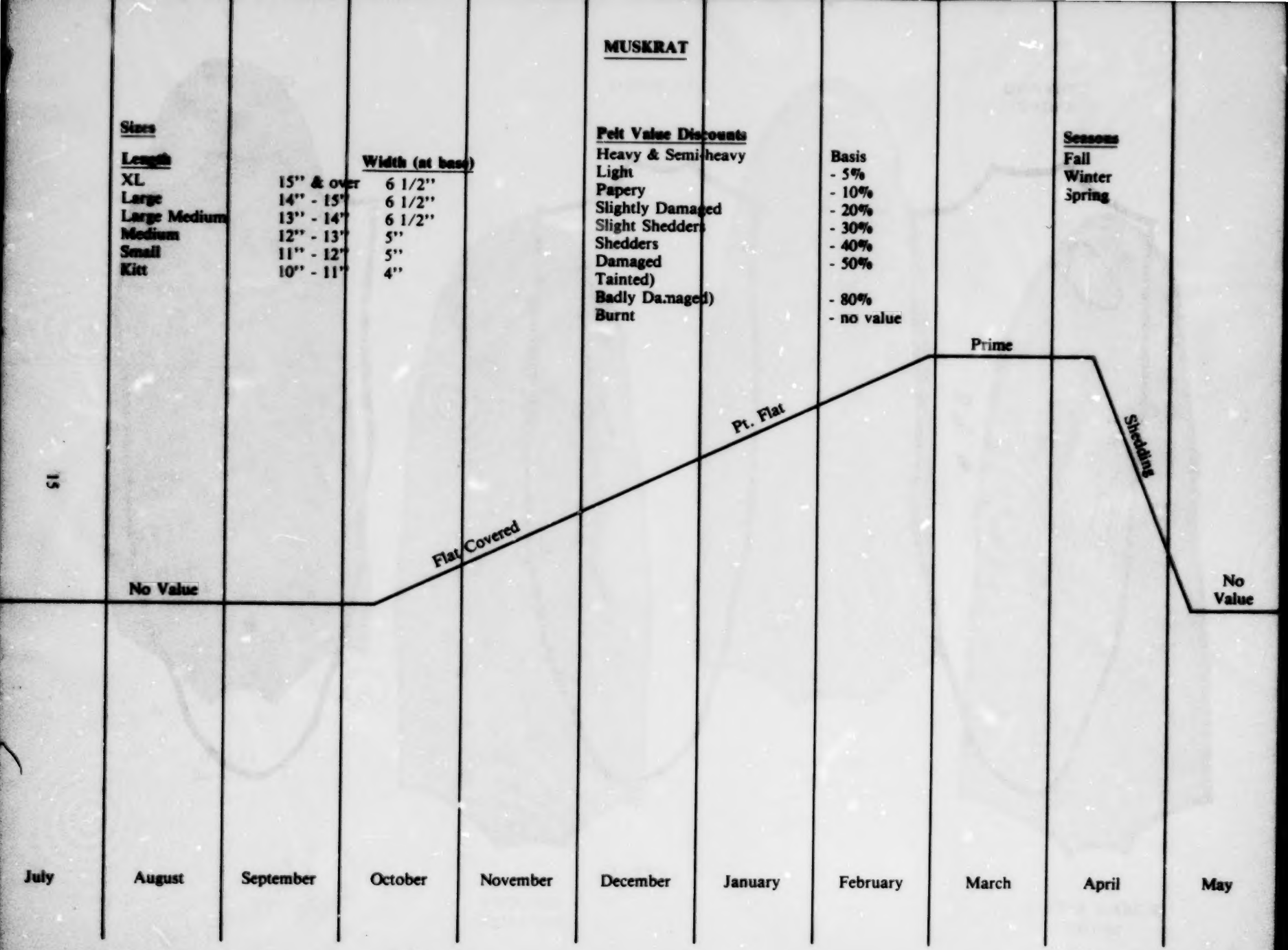
Length		Width (at base)
XL	15" & over	6 1/2"
Large	14" - 15"	6 1/2"
Large Medium	13" - 14"	6 1/2"
Medium	12" - 13"	5"
Small	11" - 12"	5"
Kitt	10" - 11"	4"

Pelt Value Discounts

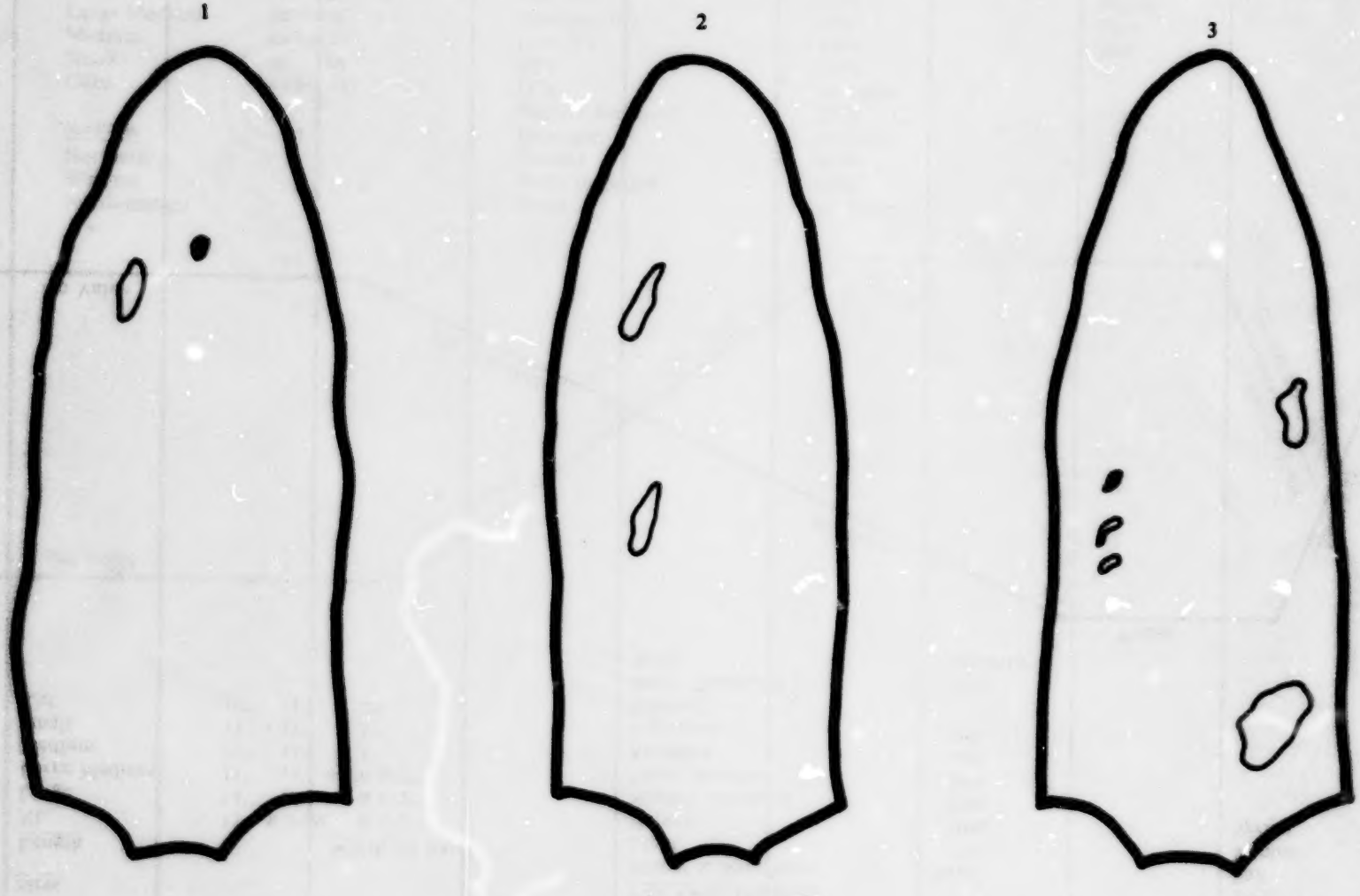
Heavy & Semi-heavy	Basis
Light	- 5%
Papery	- 10%
Slightly Damaged	- 20%
Slight Shedders	- 30%
Shedders	- 40%
Damaged	- 50%
Tainted)	
Badly Da.naged)	- 80%
Burnt	- no value

Seasons

Fall
Winter
Spring



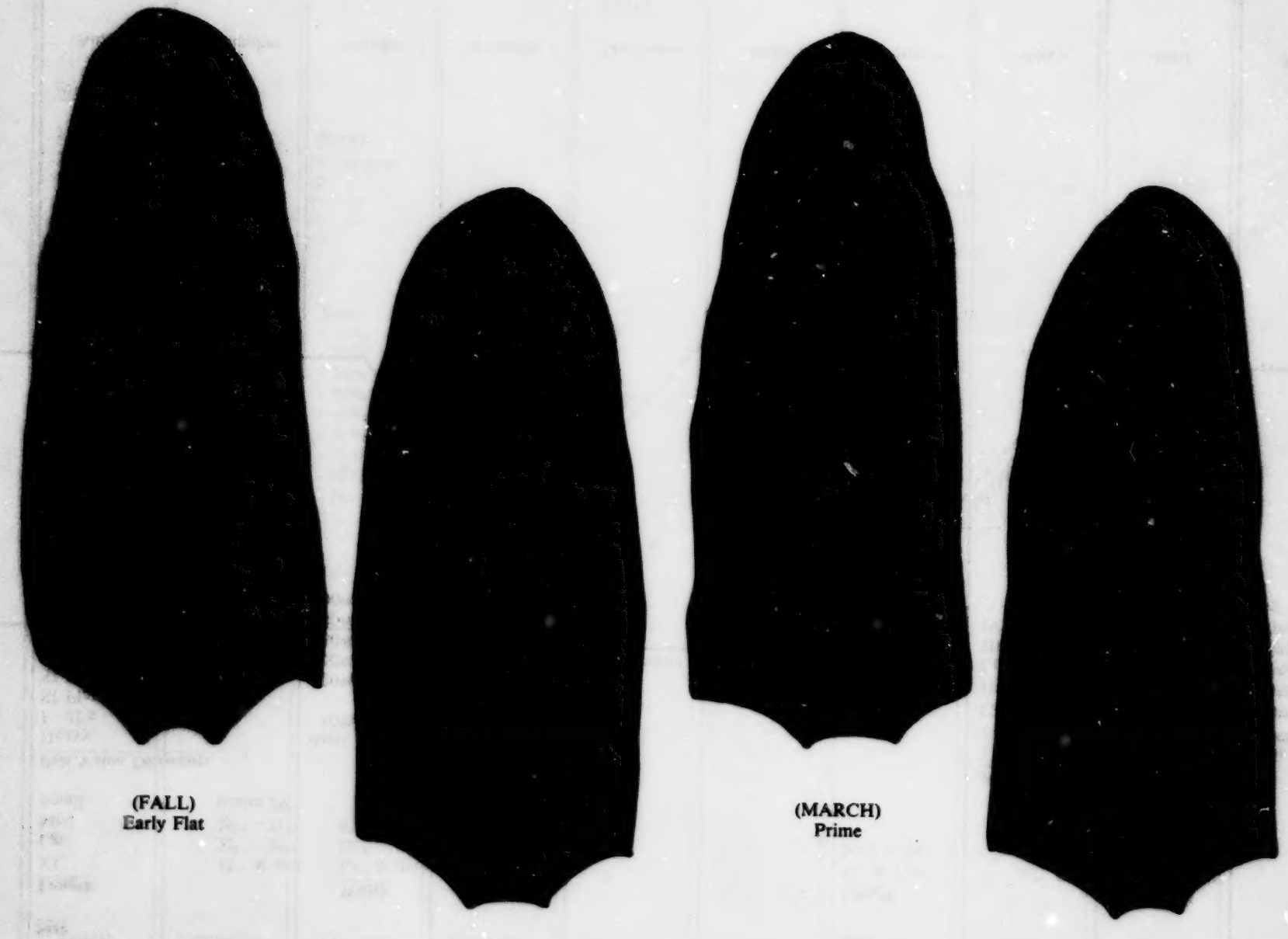
MUSKRAT



SLIGHTLY DAMAGED

DAMAGED

BADLY DAMAGED

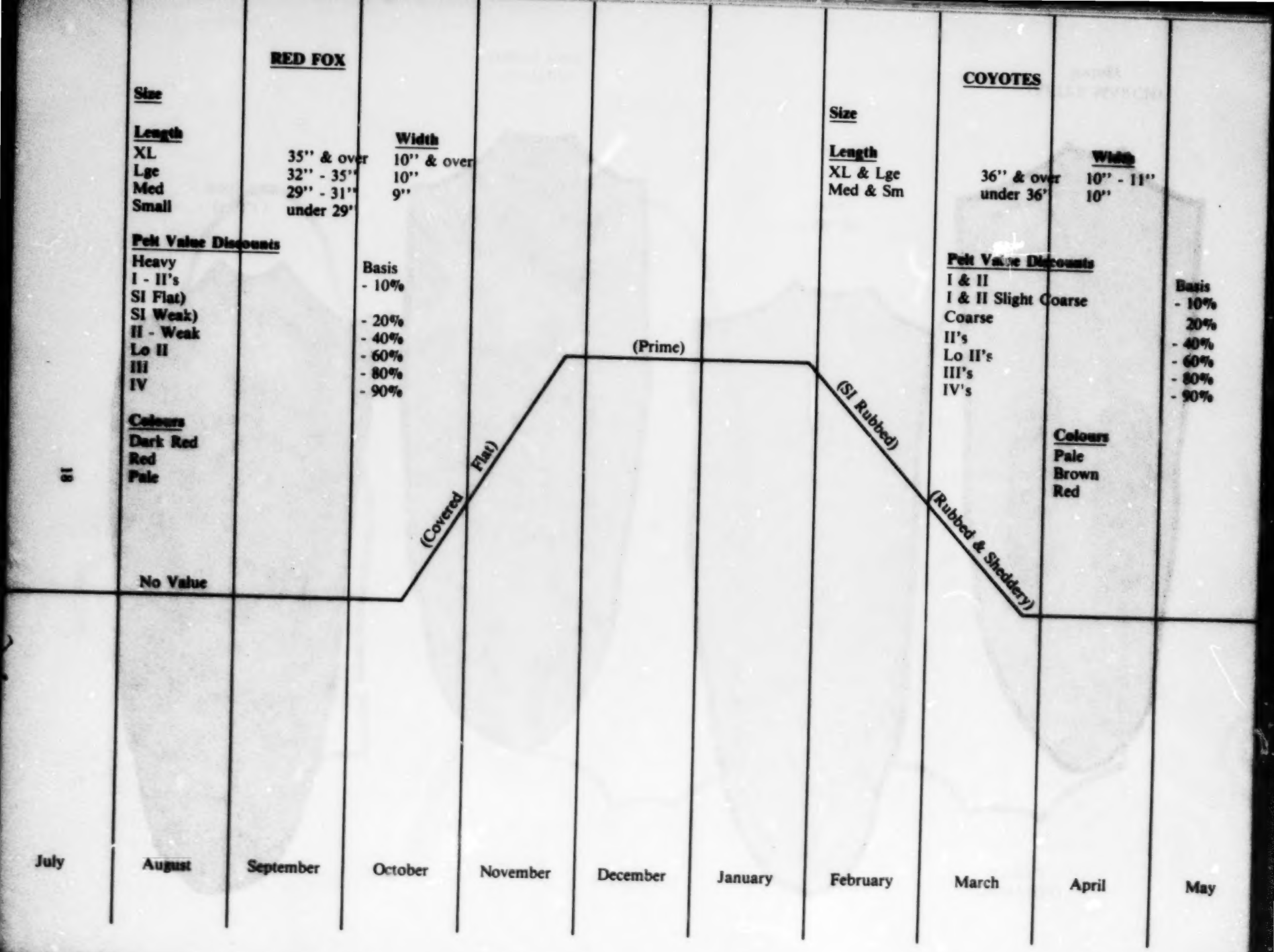


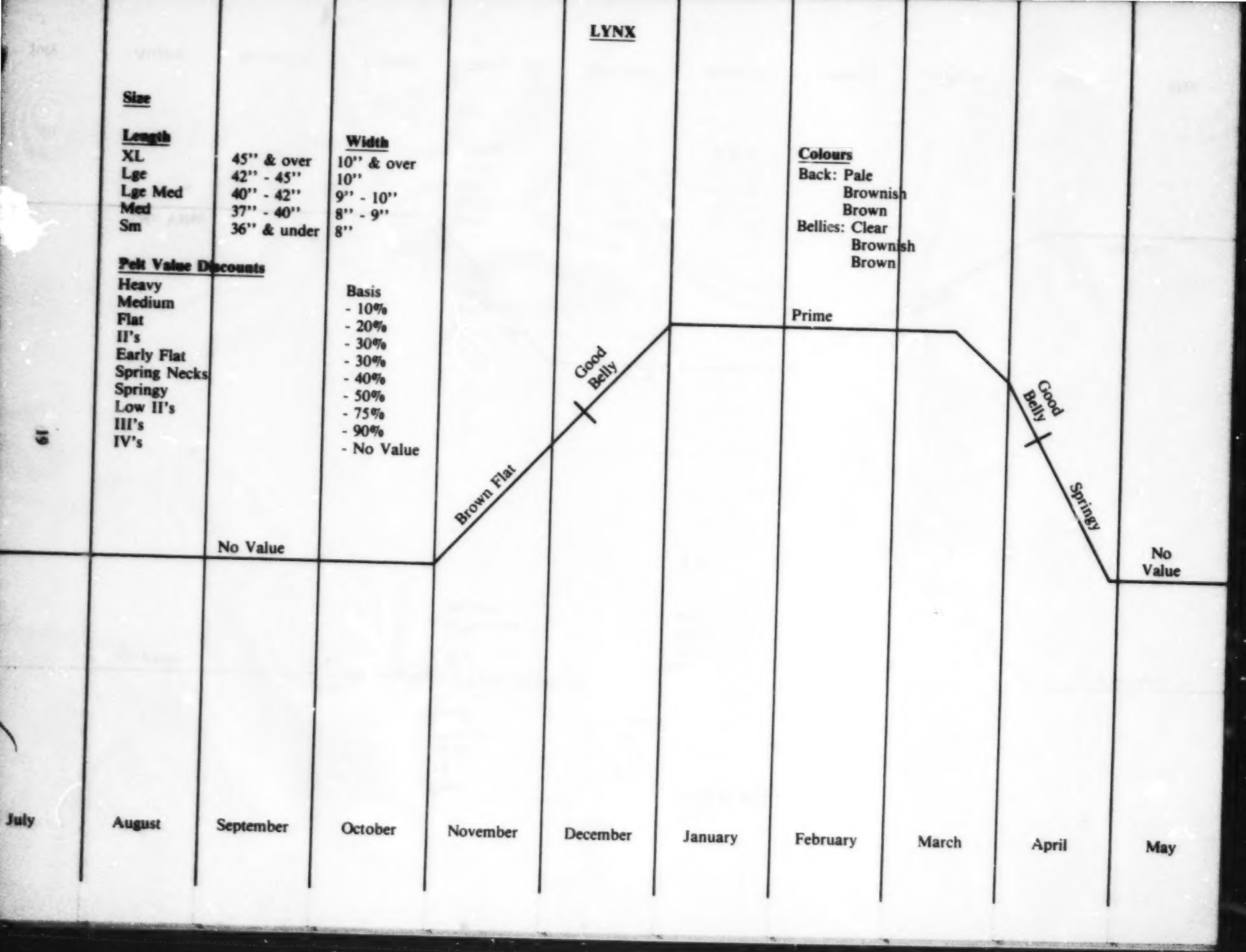
(FALL)
Early Flat

(WINTER)
Slightly Early

(MARCH)
Prime

(AFTER MARCH)
Springy


RED FOX
Size
Length
XL
Lge
Med
Small
35'' & over
32'' - 35''
29'' - 31''
under 29''
Width
10'' & over
10''
9''
Pelt Value Discounts
Heavy
I - II's
SI Flat)
SI Weak)
II - Weak
Lo II
III
IV
Basis
- 10%
- 20%
- 40%
- 60%
- 80%
- 90%
Colours
Dark Red
Red
Pale
No Value
(Covered Flat)
(Prime)
(SI Rubbed)
(Rubbed & Sheddery)
COYOTES
Size
Length
XL & Lge
Med & Sm
36'' & over
under 36'
Width
10'' - 11''
10''
Pelt Value Discounts
I & II
I & II Slight Coarse
Coarse
II's
Lo II's
III's
IV's
Basis
- 10%
20%
- 40%
- 60%
- 80%
- 90%
Colours
Pale
Brown
Red
July
August
September
October
November
December
January
February
March
April
May

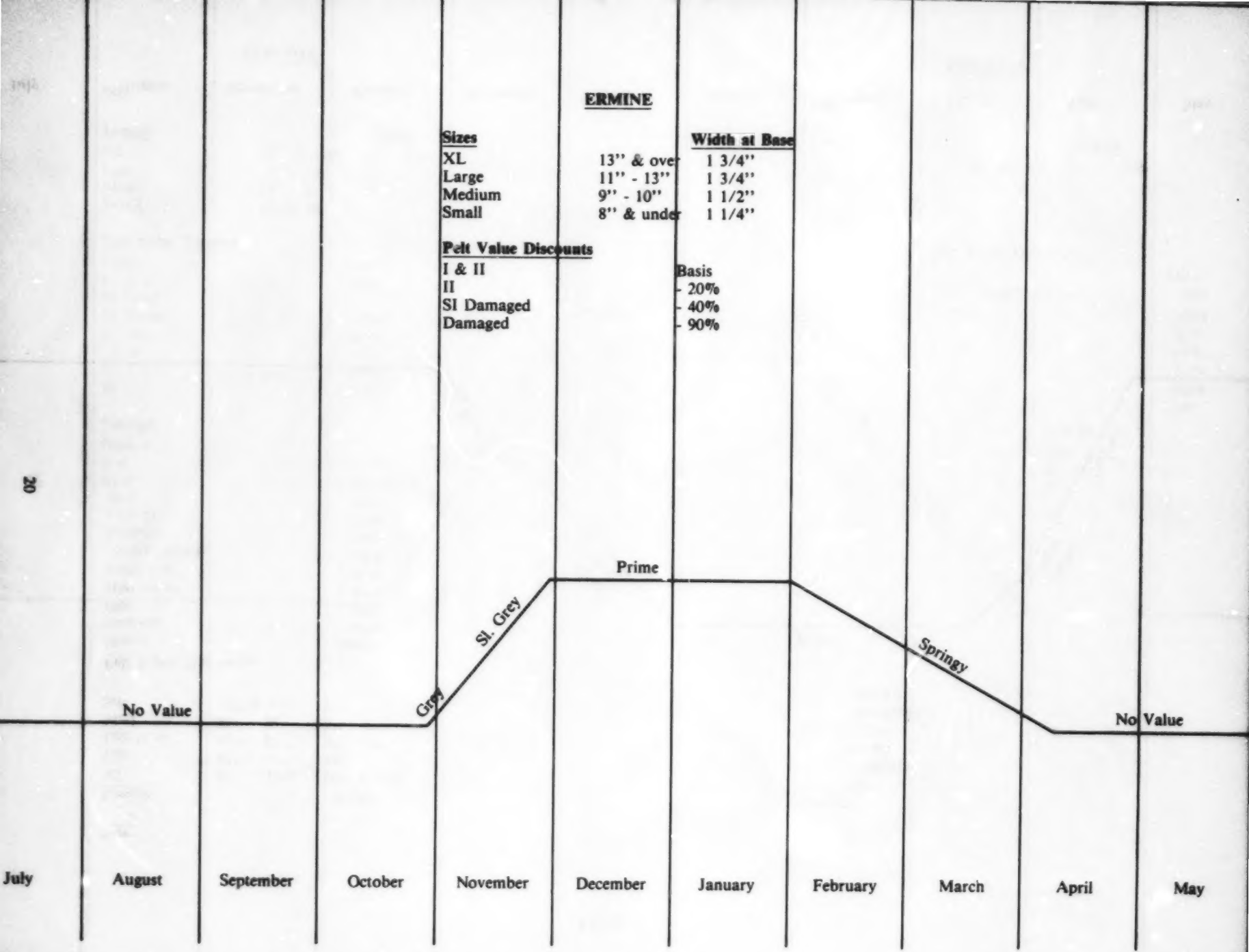

LYNX
Size
Length
XL
Lge
Lge Med
Med
Sm
45" & over
42" - 45"
40" - 42"
37" - 40"
36" & under
Width
10" & over
10"
9" - 10"
8" - 9"
8"
Pelt Value Discounts
Heavy
Medium
Flat
II's
Early Flat
Spring Necks
Springy
Low II's
III's
IV's
Basis
- 10%
- 20%
- 30%
- 30%
- 40%
- 50%
- 75%
- 90%
- No Value
Colours
Back: Pale
Brownish
Brown
Bellies: Clear
Brownish
Brown
Prime
Good Belly
Good Belly
Springy
Brown Flat
No Value
No Value
July
August
September
October
November
December
January
February
March
April
May

ERMINE

Sizes		Width at Base
XL	13" & over	1 3/4"
Large	11" - 13"	1 3/4"
Medium	9" - 10"	1 1/2"
Small	8" & under	1 1/4"

Pelt Value Discounts

I & II	Basis
II	- 20%
SI Damaged	- 40%
Damaged	- 90%



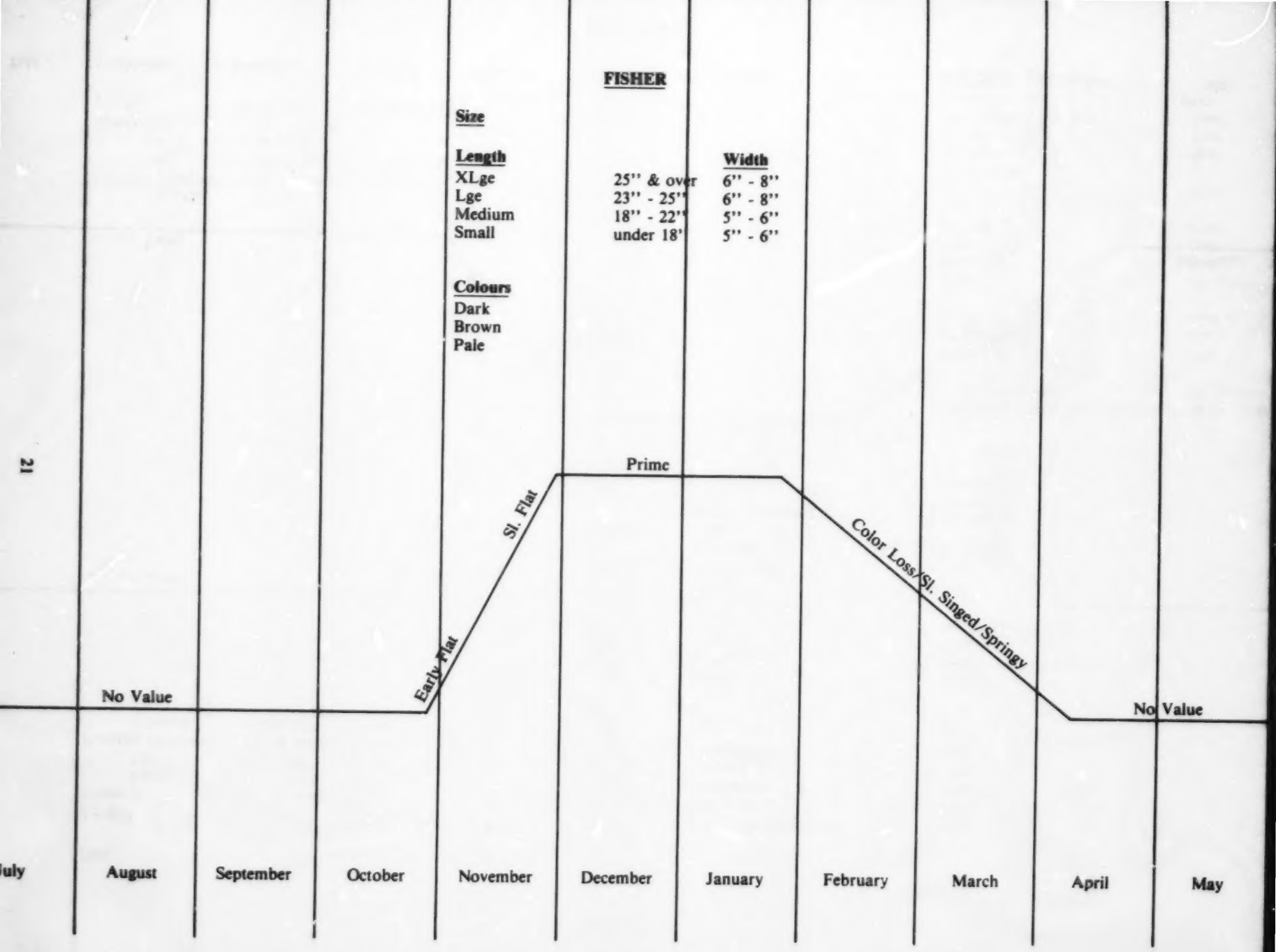
FISHER

Size

Length		**Width**
XLge	25'' & over	6'' - 8''
Lge	23'' - 25''	6'' - 8''
Medium	18'' - 22''	5'' - 6''
Small	under 18'	5'' - 6''

Colours

Dark
Brown
Pale



MARTEN

Size

Length		Width at Tail
Males XL	23" & over	4"
Large	20" - 23"	4"
LM	18" - 20"	3 1/2" - 4"
Females Medium	17" & over	3 1/2"
Small	under 17"	3 1/2"

Pelt Value Discounts	
Darks I & II's	Basis
Dark Brown I & II's	- 10%
Brown I & II's	- 30%
Reddish I & II's	- 40%
Slight Blue) II's) Flat)	- 30%
Springy II	- 60%
Quality II's	- 50%
Low II's	- 90%
III) IV)	- No Value
Bitten	- 50%
SI Damaged	- 50%
Damaged	- 80%
Tainted) Badly Damaged)	- No Value

July | August | September | October | November | December | January | February | March | April | May

WILD MINK

Size

Length		Width at Tail
Males XL	23'' & over	4''
Large	20'' - 23''	4''
LM	18'' - 20''	3 1/2'' - 4'
Females Medium	17'' & over	3 1/2''
Small	under 17''	3 1/2''

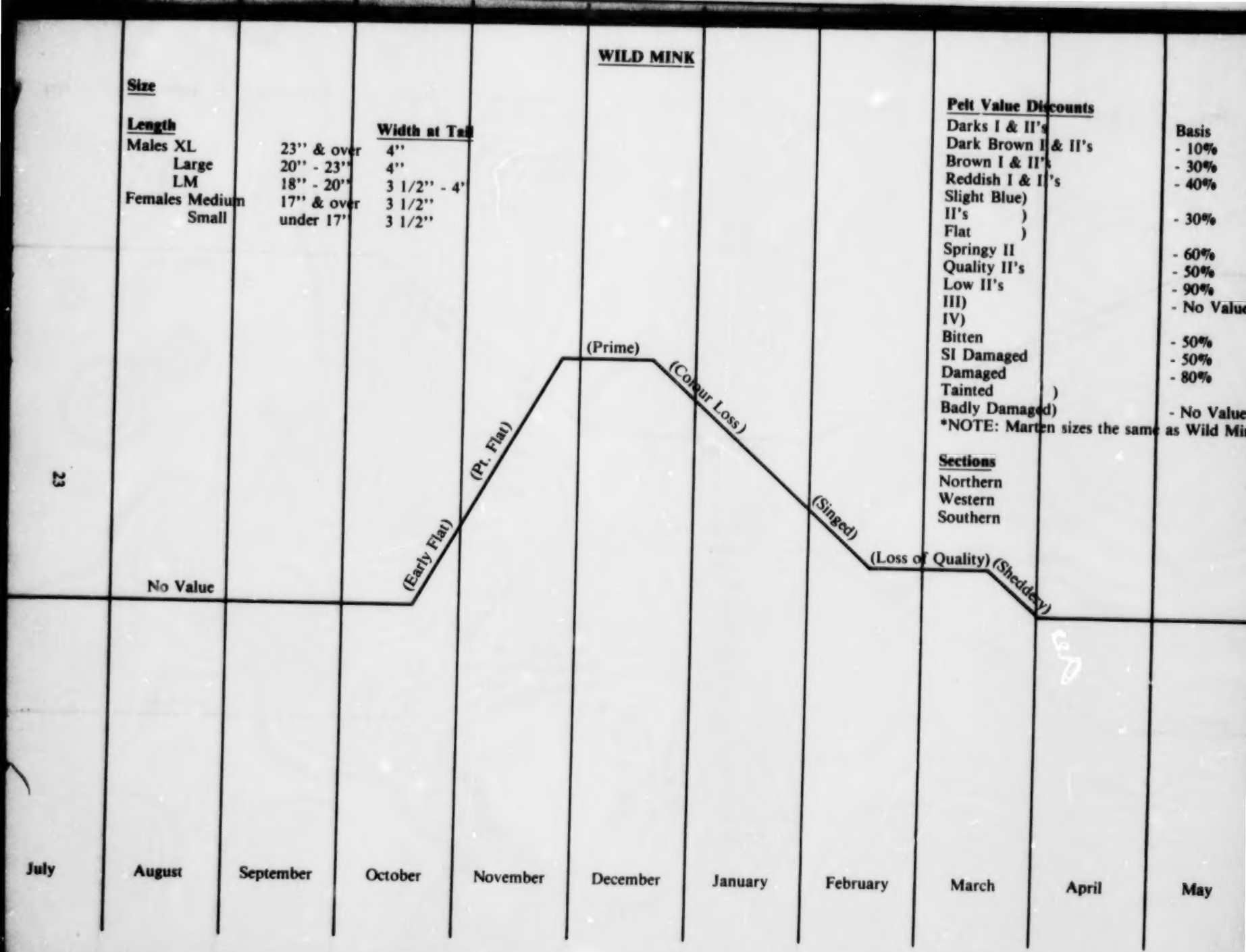
Pelt Value Discounts

	Basis
Darks I & II's	
Dark Brown I & II's	- 10%
Brown I & II's	- 30%
Reddish I & II's	- 40%
Slight Blue)	
II's)	- 30%
Flat)	
Springy II	- 60%
Quality II's	- 50%
Low II's	- 90%
III)	- No Value
IV)	
Bitten	- 50%
SI Damaged	- 50%
Damaged	- 80%
Tainted)	
Badly Damaged)	- No Value

*NOTE: Marten sizes the same as Wild Mi

Sections

Northern
Western
Southern



OTTER

Size

Length		Width
XL	38" & over	8" & over
Lge	36" - 38"	8"
LM	35" - 36"	8"
Med	34" - 35"	7" - 8"
Sm	under 34"	7"

Pelt Value Discounts

	Basis
Dark I & II's	
Dark Brown I & II	- 10%
Brown I & II	- 20%
II's	- 25%
Flat	- 25%
Springy	- 30%
Sl. Singed	- 30%
Singed	- 40%
Low II's	- 60%
III's	- 90%

Colours

Dark
Dark Brown
Brown

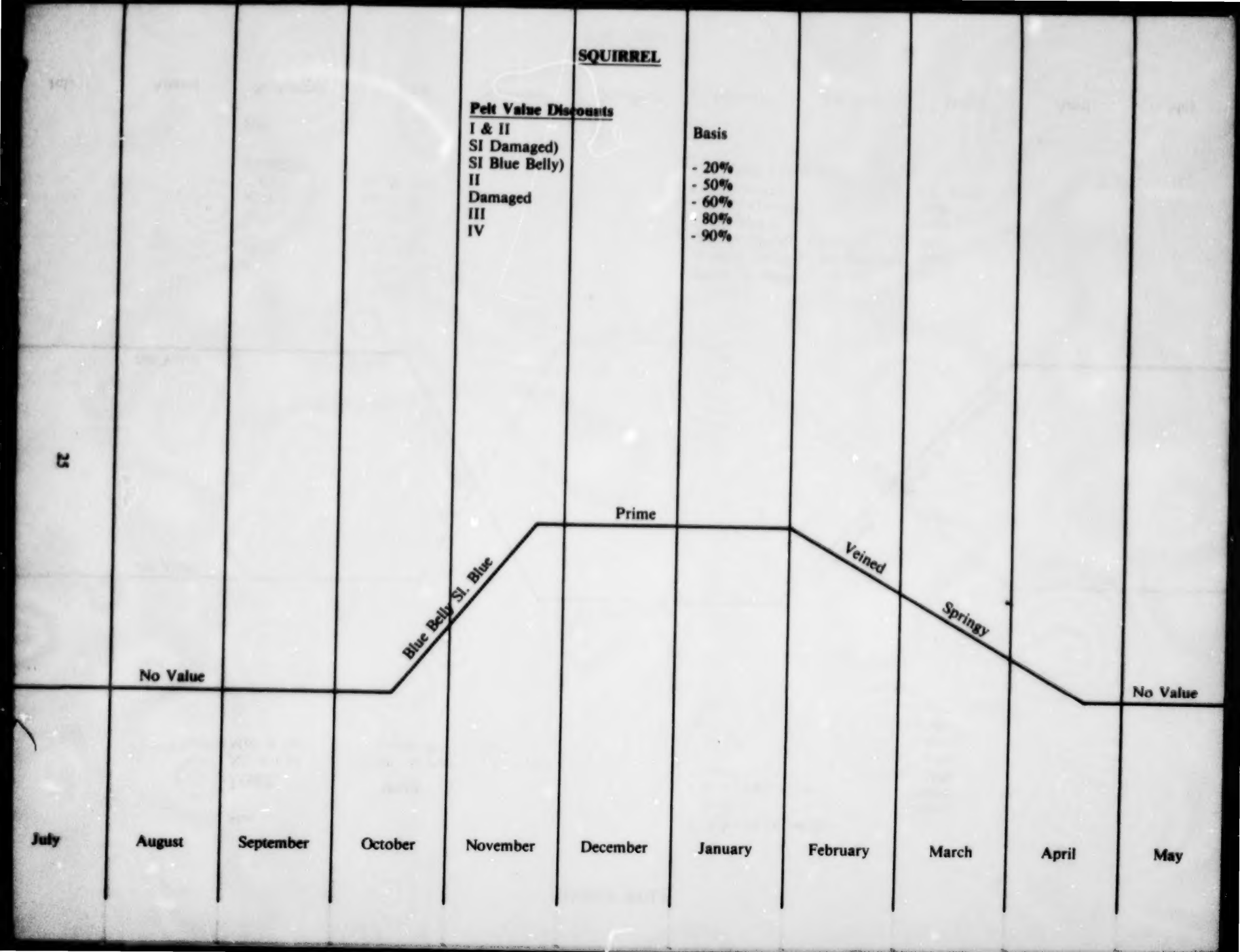
Prime

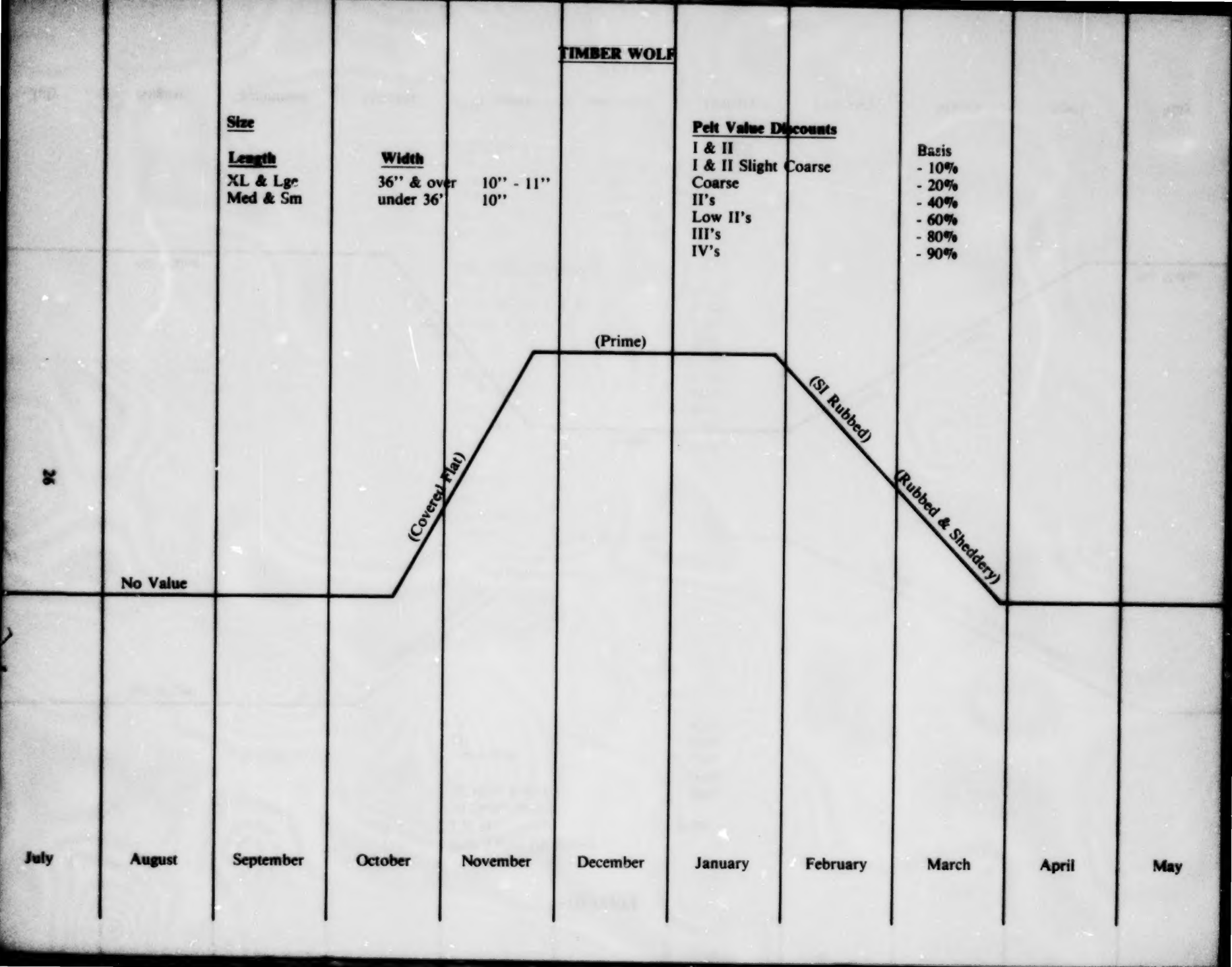
No Value

Flat (Good Color) Sl. Flat

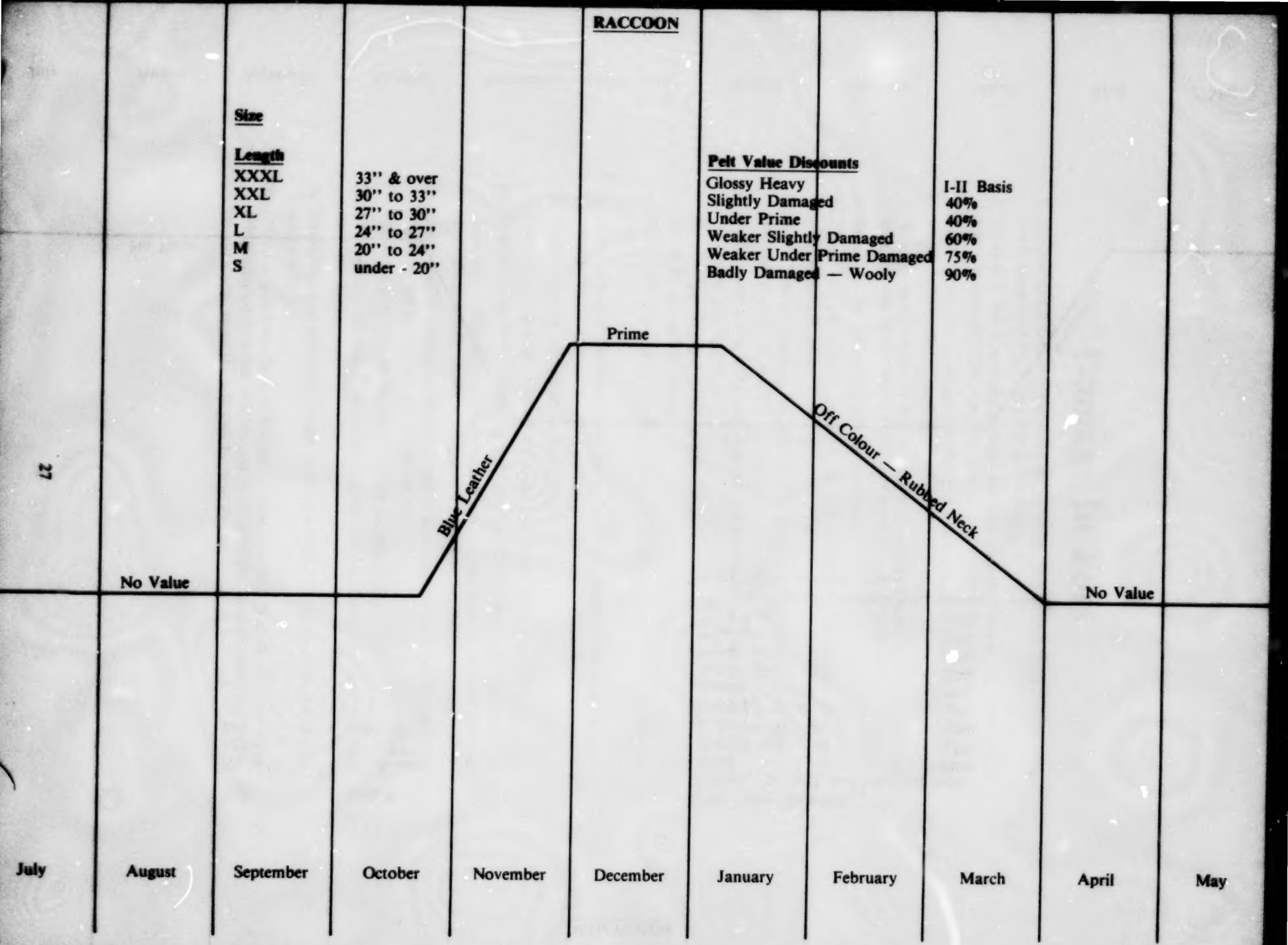
Sl. off Color/Sl. Singed/Singed

July | August | September | October | November | December | January | February | March | April | May


SQUIRREL
Pelt Value Discounts
I & II
SI Damaged)
SI Blue Belly)
II
Damaged
III
IV
Basis
- 20%
- 50%
- 60%
- 80%
- 90%
Prime
Blue Belly SI. Blue
Veined
Springy
No Value
No Value
July
August
September
October
November
December
January
February
March
April
May


TIMBER WOLF
Size
Length
XL & Lge
Med & Sm
Width
36" & over
under 36'
10" - 11"
10"
Pelt Value Discounts
I & II
I & II Slight Coarse
Coarse
II's
Low II's
III's
IV's
Basis
- 10%
- 20%
- 40%
- 60%
- 80%
- 90%
(Prime)
(Covered Flat)
(SI Rubbed)
(Rubbed & Sheddery)
No Value
July
August
September
October
November
December
January
February
March
April
May

RACCOON


Size
Length
XXXL
XXL
XL
L
M
S
33" & over
30" to 33"
27" to 30"
24" to 27"
20" to 24"
under - 20"
Pelt Value Discounts
Glossy Heavy
Slightly Damaged
Under Prime
Weaker Slightly Damaged
Weaker Under Prime Damaged
Badly Damaged — Wooly
I-II Basis
40%
40%
60%
75%
90%
Prime
Blue Leather
Off Colour — Rubbed Neck
No Value
No Value
July
August
September
October
November
December
January
February
March
April
May

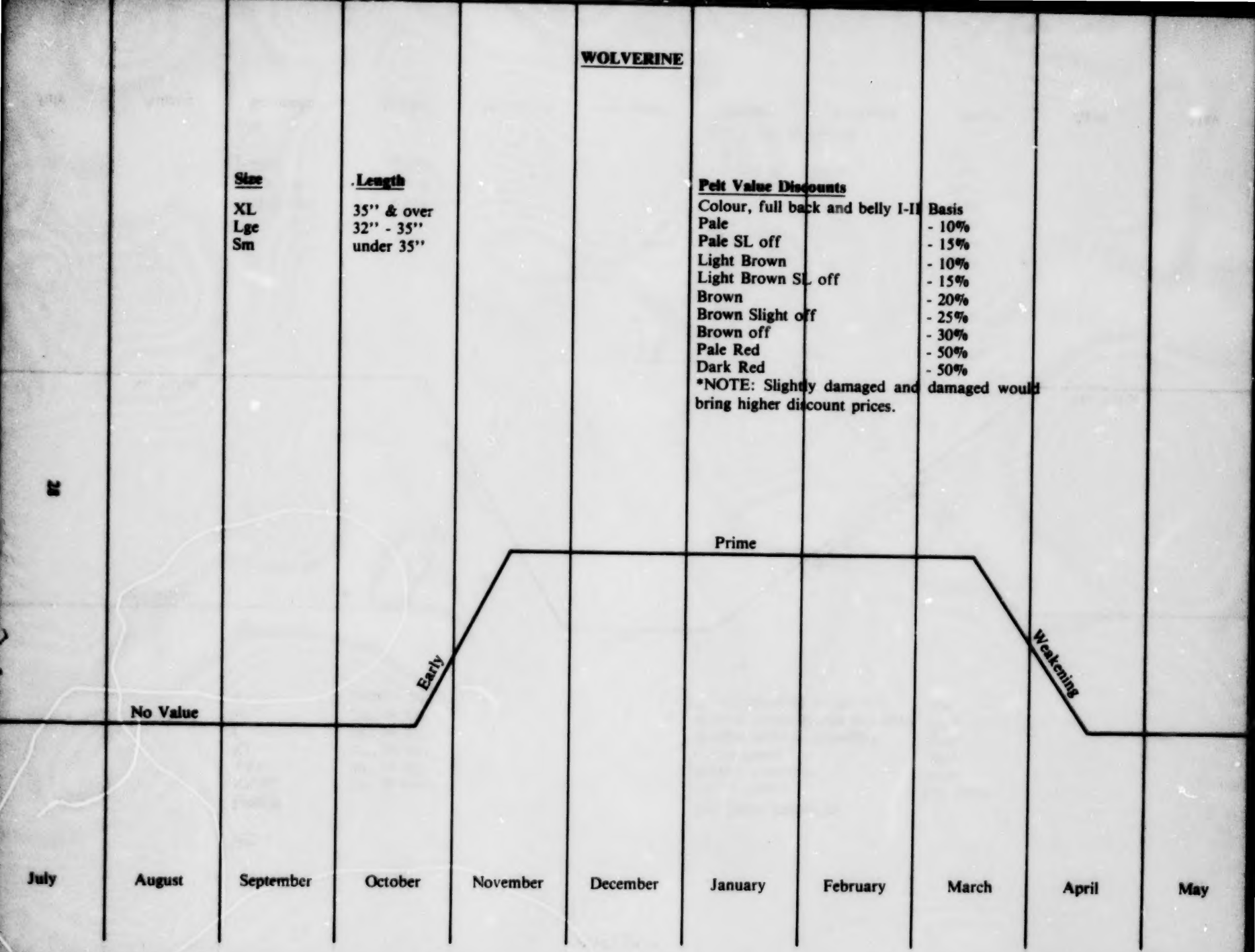
WOLVERINE

Size	Length
XL	35" & over
Lge	32" - 35"
Sm	under 35"

Pelt Value Discounts

Colour, full back and belly I-II	Basis
Pale	- 10%
Pale SL off	- 15%
Light Brown	- 10%
Light Brown SL off	- 15%
Brown	- 20%
Brown Slight off	- 25%
Brown off	- 30%
Pale Red	- 50%
Dark Red	- 50%

*NOTE: Slightly damaged and damaged would bring higher discount prices.



Damage In Furs

1. *Speared or Clipped* — when guard hair or underfur is missing from cuta or when fur is eaten by mice before the pelt is prepared.
2. *Tainted* — this is hair-slip of guard hair and underfur, and is one of the worst kinds of damage, it is caused by ratting of the pelt before dressing.
3. *Loose* — top hair coming out because of roots exposed in early caught skins or because of too deep scraping.
4. *Bitten* — usually found in beaver and muskrats and caused by late spring trapping but sometimes maybe from poor food or over-population.
5. *Snared* — fur rubbed off pelt by snare wire.
6. *Scored* — path of bullet, spear, hook or knife through fur leaving long, bald, blood-stained marks.
7. *Badly Shot* — peppered by shotgun or large rifle. Bad bites are often listed in this class.
8. *Badly Sewn* — where legholes and cuts are poorly sewn or where bad damage has caused much sewing.
9. *Burnt* — pelt cracked owing to fast drying beside or in hot wind or sun. Also caused by grease left on pelt.
10. *Flat* — guard hair lying flat due to lack of underfur, found mostly in early unprime pelts.
11. *Low* — not fully developed guard hair or underfur, generally found in early unprime pelts.
12. *Rough* — heavy rubbed skins, late caught.
13. *Rubbed* — guard hair rubbed off, open and weak, late-caught.
14. *Complete* — fully covered with guard hairs, usually found in early unprime pelts.
15. *Immature* — skin taken too early with less than usual growth of guard hair and underfur, generally shows weak guard hair short in development.
16. *Overgrown or Springy* — usually found in late caught skins when the underfur begins to fall out or has already fallen out.
17. *Coarse* — pelt hard to the touch — late caught.
18. *Overstretch* — stretching the pelt beyond normal size. Thins the leather and gives flat weak appearance.
19. *Understretch* — stretching smaller than normal size causing wrinkles and sloppy appearance.
20. *Singed* — guard hair bent or hooked — most common in mink and otter when pelt is affected by warm weather and bright sunlight. Sometimes caused by excessive fingering of the pelt and by heat drying.

NOTES

POOR

QUALITY

ORIGINAL